AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method of automatically tracking content usage comprising:

a) accessing a first program call having a parameter identifying a first portion of content whose usage is to be measured for content related to the calling program;

b) in response to said first program call, measuring usage for said first portion of content, wherein how much of the content is used is tracked; and

c) repeating said steps a) and b) for additional portions of content to be measured, wherein content usage is tracked for a plurality of portions of content identified by a plurality of program calls.

2. (Original) A method of automatically tracking content usage as described in Claim 1, wherein said portions of content are levels of a game.

3. (Original) A method of automatically tracking content usage as described in Claim 1, wherein said portions of content are segments in an electronic document.

4. (Original) A method of automatically tracking content usage as described in Claim 1, wherein:

said step a) comprises the step of:

a1) accessing in said first program call a parameter indicating that usage measurement is to begin for said first portion of content; and wherein

said step b) comprises the steps of:

b1) measuring the amount of time said first portion of content was used; and

b2) accessing in a second program call an indication that usage measurement is to end for said first portion of content.

5. (Original) A method of automatically tracking content usage as described in Claim 4, wherein said step b2) comprises the step of accessing in said second program call a parameter identifying a new portion of content, wherein measurement of said first portion of content identifier is stopped.

6. (Original) A method of automatically tracking content usage as described in Claim 1, wherein:

said step a) comprises the step of:

a1) accessing in said first program call a parameter indicating that usage measurement is to begin for said first portion of content; and wherein

said step b) comprises the steps of:

b1) measuring the number of processor cycles elapsed, wherein the amount of time that said first portion of content was used is measured; and

b2) accessing in a second program call an indication that usage measurement is to end for said first portion of content.

7. (Original) A method of automatically tracking content usage as described in Claim 1, further comprising the step of:

d) accessing in a second program call of said plurality a content usage indicator describing how much of a second portion of content was utilized.

8. (Original) A method of automatically tracking content usage as described in Claim 7, wherein said content usage indicator describes the percent of said second portion of content was utilized.

9. (Original) A method of automatically tracking content usage as described in Claim 1, further comprising the steps of:

d) storing content usage data for each of said plurality of portions of content;

e) transferring said usage data to a repository; and

f) tabulating and reporting said usage data.

10. (Original) A method of automatically tracking content usage as described in Claim 1, further comprising the steps of:

d) repeating said steps a) through c) for a plurality of devices executing a software program having a plurality of versions;

e) associating a unique identifier with said software program for at least two of said plurality of versions; and

f) transferring said content usage to a repository, wherein said content usage collected on said plurality of devices for said at least two versions of said software program is merged.

11. (Previously Presented) A method of automatically tracking software usage, said method comprising the steps of:

a) collecting usage data for a software program having a plurality of versions, said collection taking place on a plurality of electronic devices;

b) associating a unique identifier with said usage data for at least two of said plurality of versions, wherein usage data for different versions of said software program are identifiable as related to said software program; and

c) transferring said usage data to a repository, wherein said usage data collected on said plurality of devices for said at least two versions of said software program is merged.

12. (Original) A method as described in Claim 11, wherein said plurality of versions are selected from the group comprising software versions and language versions.

13. (Original) A method as described in Claim 11, further comprising the step of:

d) reporting said usage information by version.

14. (Original) A method as described in Claim 11, wherein said usage data describe the amount of content associated with said software program was used during an execution of said program.

15. (Original) A method as described in Claim 11, wherein said usage data describe information selected from the group consisting of the number of times said software program was executed and the amount of time for which said software program was executed.

16. (Currently Amended) In a computer system having a processor coupled to a bus, a computer readable medium coupled to said bus and having stored therein a computer program that when executed by said processor causes said computer system to implement a method of automatically tracking content usage, said method comprising the steps of:

a) accessing a call from a software program, said call specifying a first content identifier, said first content identifier identifying a first portion of content related to said software program whose usage is to be measured;

b) in response to said call, measuring usage for the first portion of content associated with said first content identifier;

c) until said software program stops execution, repeating said steps a) through b) for a plurality of calls specifying a plurality of content identifiers that identify a respective plurality of portions of content, wherein said content usage is tracked for said plurality of content identifiers; and

d) outputting said content usage.

17. (Original) The computer readable medium of Claim 16, wherein said plurality of content identifiers identify information selected from the group consisting of levels of a game, segments in an electronic document, and web pages.

18. (Original) The computer readable medium of Claim 16, wherein:

said step a) of said method comprises the step of:

a1) accessing in said call a parameter indicating that usage measurement is to begin for said content identifier; and wherein

said step b) of said method comprises the steps of:

b1) measuring the amount of time that said content identified by said content identifier was used; and

b2) accessing in a further call from said software program an indication that usage measurement is to end for said content identifier.

19. (Original) The computer readable medium of Claim 16, wherein said method further comprises the step of:

d) accessing, in a final call from said software program, a content usage indicator for a second content identifier of said plurality, said content usage indicator describing how much of said content related to said second content indicator was utilized during execution of said software program.

20. (Original) The computer readable medium of Claim 19, wherein said content usage indicator describes the percent of the content which was utilized for said second content identifier.